AMENDMENTS TO THE SPECIFICATION

Please replace paragraph [0007] with the following marked-up version of the paragraph:

[0007] Figure 1 illustrates a typical TCP three way handshake, i.e., the exchange of three messages, used to establish a connection between a remote client 105 and a local server 110. The remote client 105 sends an initial synchronization (SYN) segment, which includes an initial sequence number (ISN), shown here as ISN_C. The local server 110 responds with a SYN 125 comprising its own ISN (shown here as ISN_S), and an acknowledgement (ACK) 120. This ACK [[12]] 120 includes the ISN_C received from the remote client 105 plus one, which among other things lets the remote client 105 know that the local server 110 received it's SYN.

Please replace paragraph [0033] with the following marked-up version of the paragraph:

[0033] In summary, for those reasons stated above, the requirements [[need]] needed for generating ISNs on a per connection identifier bases are: (1) the next ISN should be far enough away from the previously generated one so as to permit reincarnation of the time-wait-connections; (2) the ISN generation should not wrap around too quickly; (3) the ISNs need to be monotonically increasing; and (4) they should be unpredictable for a given connection identifier. Accordingly, these requirements were taken into consideration when developing the local server initial sequence number generator 400 shown in Figure 4.

Please replace paragraph [0049] with the following marked-up version of the paragraph:

[0049] Other example embodiments provide a step for ensuring 620 that a same connection identifier does not have data collisions from competing sequence numbers within a predetermined period of time, and for ensuring randomness of the initial sequence number on a per connection basis for preventing attacks on the local server. This step for ensuring 620 may include the act of creating 613 a monotonically increasing counter. Further, the step for ensuring 620 includes an act of incrementing 615 the counter a fixed value based on a passage of predetermined time period. Example embodiments provide that based on the fixed value, if a remote client's data transfer rate while connected to the local server is less than a specified byte rate then the connection identifier used by the remote client [[the]] is allowed immediate re-connection to the local server after the remote client disconnects. For example, if the fixed value is 25.6K and the a remote client's data transfer rate while connected to the local server is less than 256K, then the connection identifier used by the remote client is allowed immediate reconnection to the local server after the remote client disconnects.

Please replace paragraph [0059] with the following marked-up version of the paragraph:

[0059] Program code means comprising one or more program modules may be stored on the hard disk 739, magnetic disk 729, optical disk 731, ROM 724 or RAM 725, including an operating system [[35]] 735, one or more application programs [[36]] 736, other program modules 737, and program data 738. A user may enter commands and information into the computer 720 through keyboard 740, pointing device 742, or other input devices (not shown), such as a microphone, joy stick, game pad, satellite dish, scanner, or the like. These and other input devices are often connected to the processing unit 721 through a serial port interface 746 coupled to system bus 723. Alternatively, the input devices may be connected by other interfaces, such as a parallel port, a game port or a universal serial bus (USB). A monitor 747 or another display device is also connected to system bus 723 via an interface, such as video adapter 748. In addition to the monitor, personal computers typically include other peripheral output devices (not shown), such as speakers and printers.